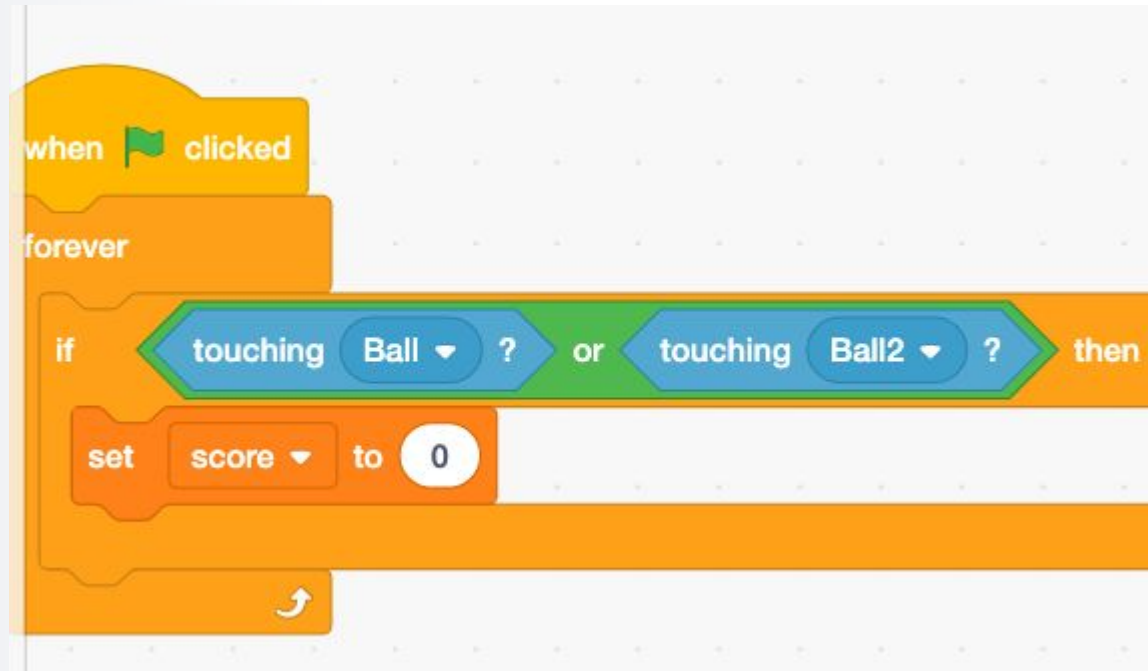


Easy Mode

- Floor Code



Project 3: **Super Pong** Part 2

Blocks Needed

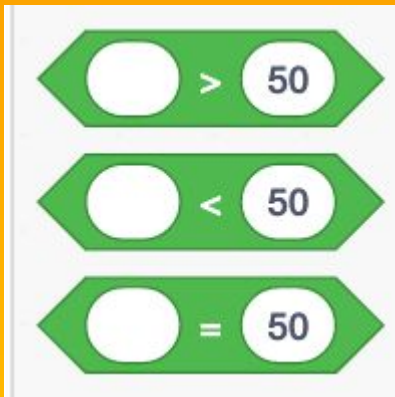
Not Operator

- If **not** [this happens]



Numerical Operators

- Just like math!



Project 3: **Super Pong** Part 2

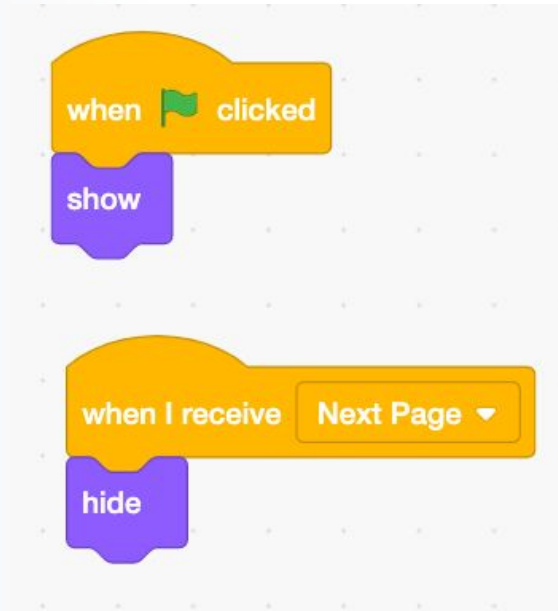
Actual Code

Homescreen : Add a sprite!

The image shows the Scratch software interface. At the top, the 'Costume' dropdown is set to 'costume1'. To its right are icons for 'Group', 'Ungroup', 'Forward', 'Backward', 'Front', and 'Back'. Below this, the 'Fill' color is black, the 'Outline' is a thin red line, and the 'Pixel' size is set to 1. A vertical toolbar on the left contains icons for selection, erasing, drawing, text, lines, and rectangles. The main workspace is a light blue grid with the text 'Super Pong' in a pixelated font. A 'Convert to Bitmap' button is at the bottom left of the workspace, and search, zoom, and refresh icons are at the bottom right. A preview window on the left shows a white background with a 'score 1' indicator, the text 'Super Pong', and two blue buttons labeled 'Easy' and 'Hard'.

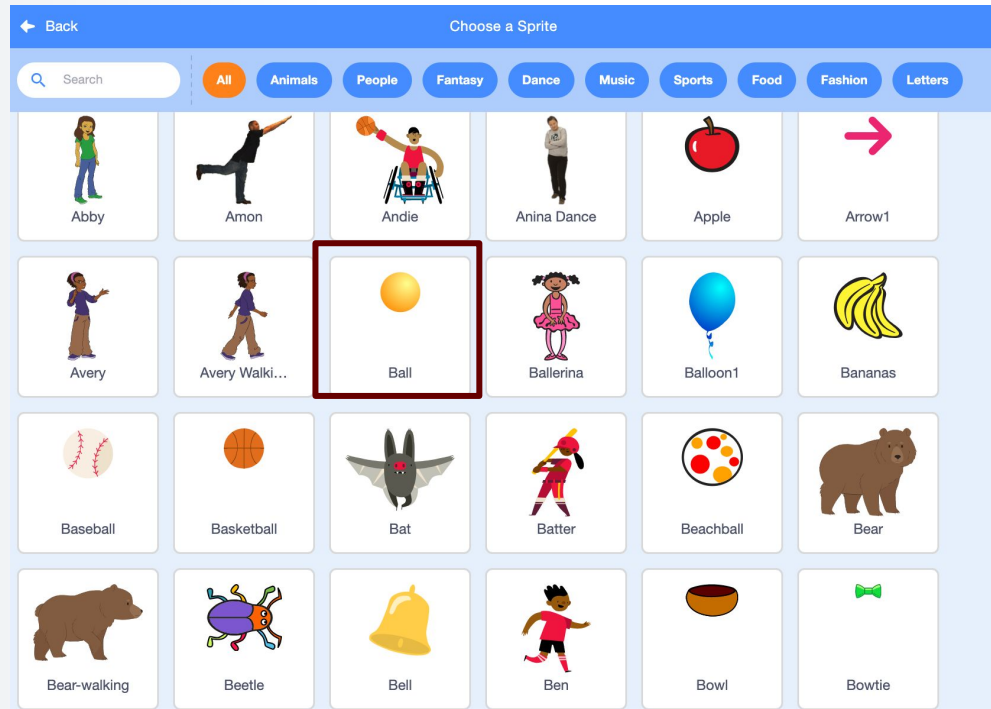
Homescreen : Text

- Disappear after Homescreen



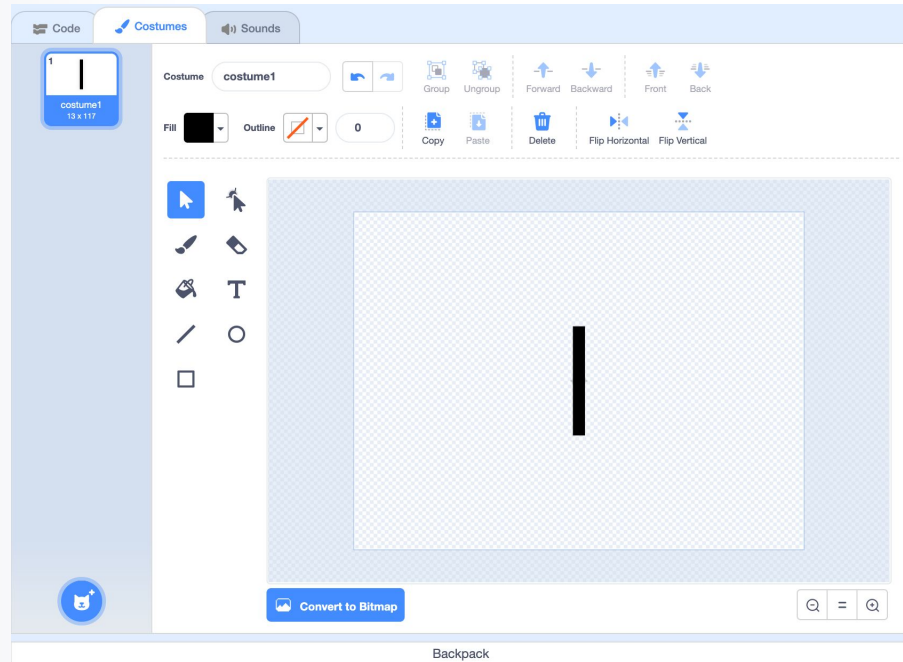
Hard Mode : Add Sprite!

- Ball Sprite



Hard Mode : Add Sprite!

- Make **two** paddles
- Rename



Hard Mode : Hide

- Hide ball, both paddles

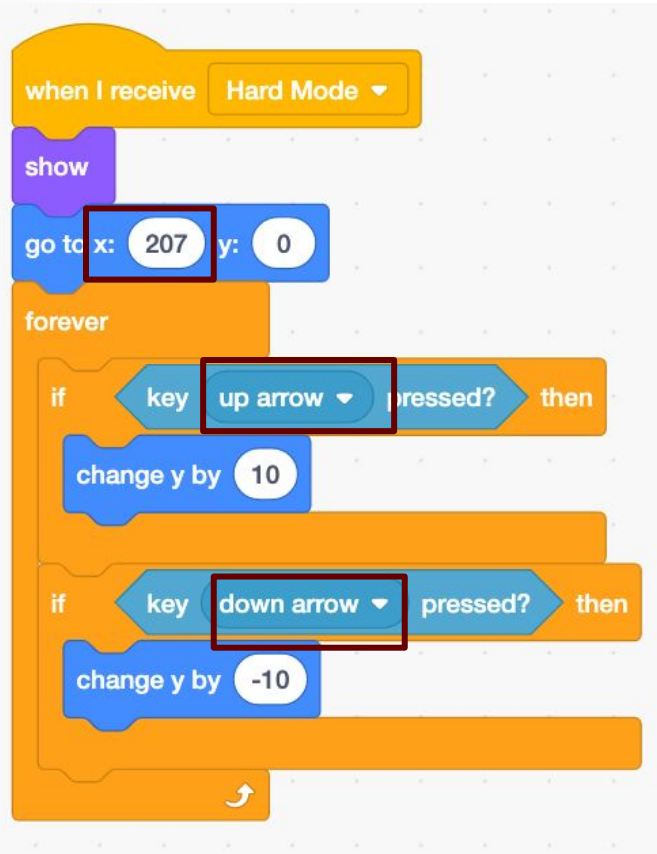


Hard Mode : Left Paddle Code

```
when I receive Hard Mode
  show
  go to x: -207 y: 0
  forever
    if key w pressed? then
      change y by 10
    if key s pressed? then
      change y by -10
```

The image shows a Scratch script for the left paddle in Hard Mode. It starts with a 'when I receive' block set to 'Hard Mode'. This is followed by a 'show' block, a 'go to x: -207 y: 0' block, and a 'forever' loop. Inside the loop, there are two 'if' blocks: one for the 'w' key that changes the y-coordinate by 10, and another for the 's' key that changes the y-coordinate by -10.

Hard Mode : Right Paddle Code



Hard Mode : Add Second Score

- Second Player's

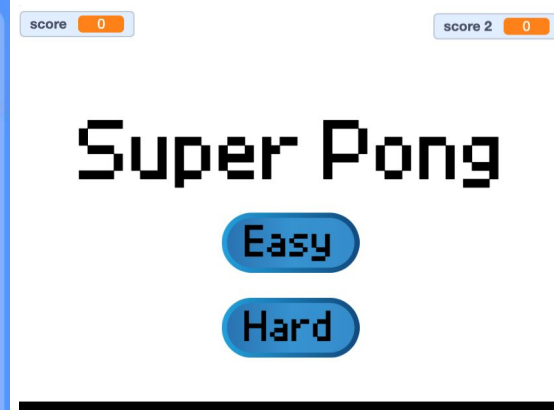
New Variable

New variable name:

For all sprites For this sprite only

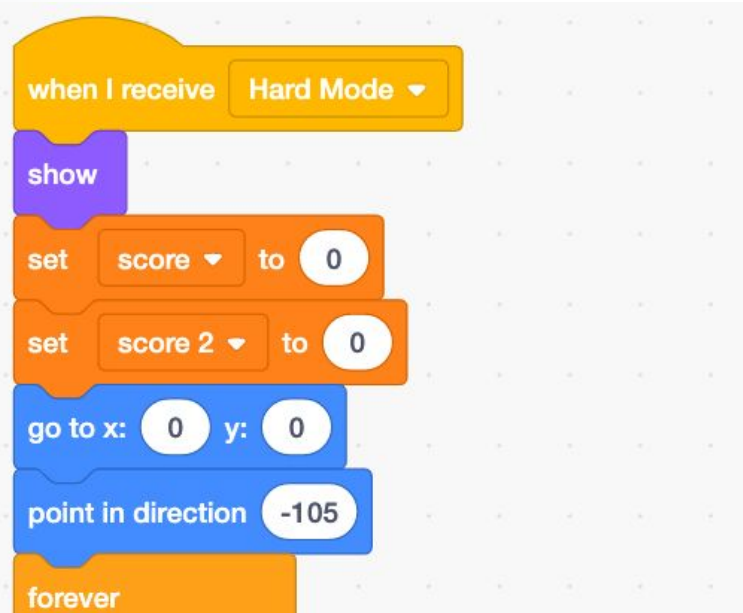
Cloud variable (stored on server)

Cancel OK



Hard Mode : Ball Code

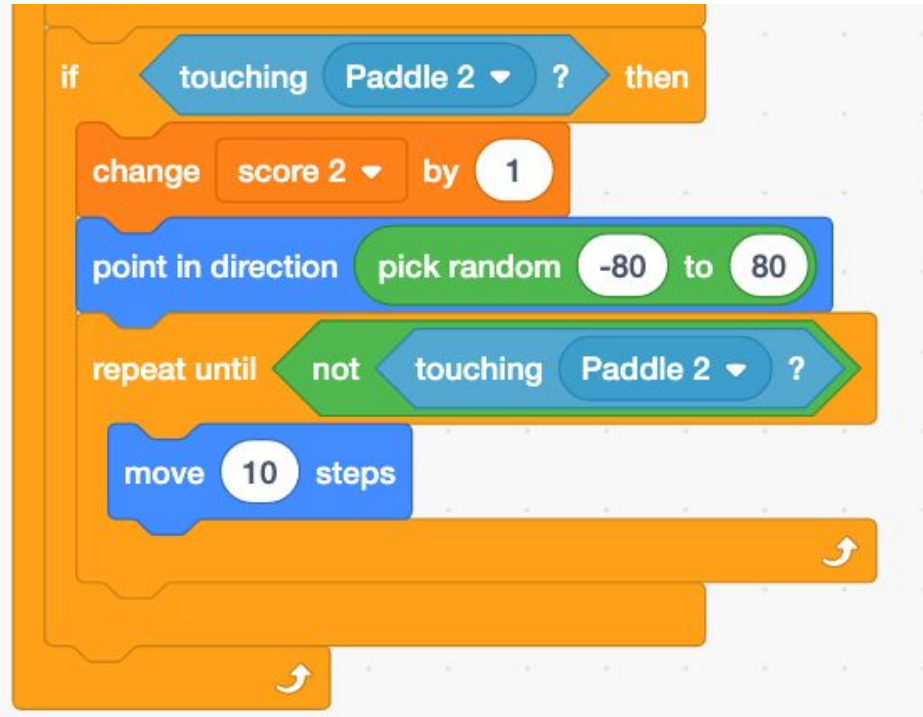
- Setup start



Hard Mode : Ball Code

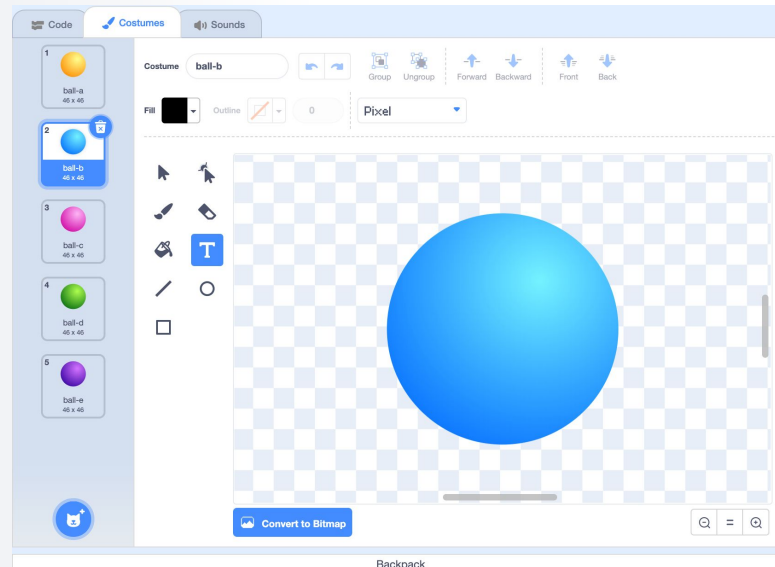
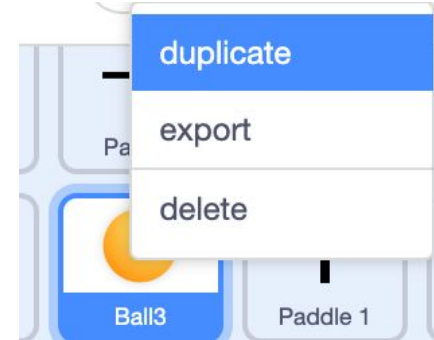


Hard Mode : Ball Code



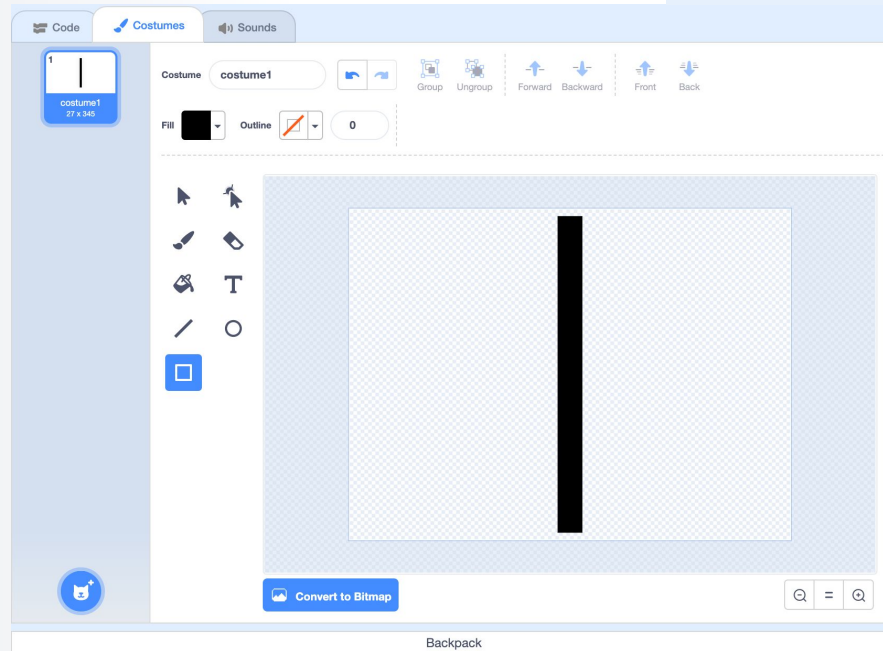
Hard Mode : Duplicate Ball

- Change color



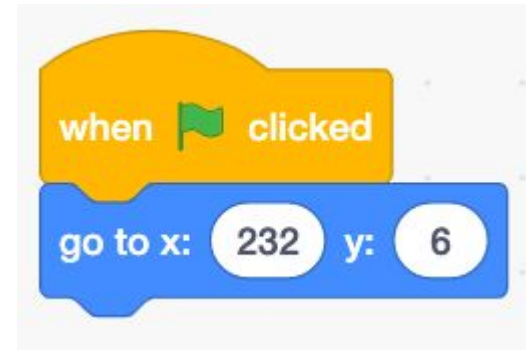
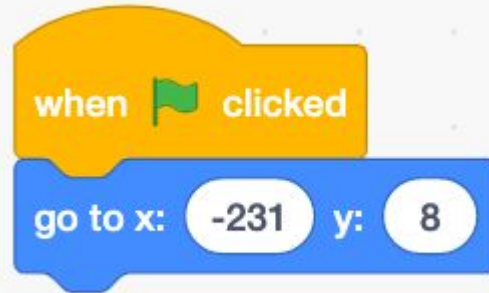
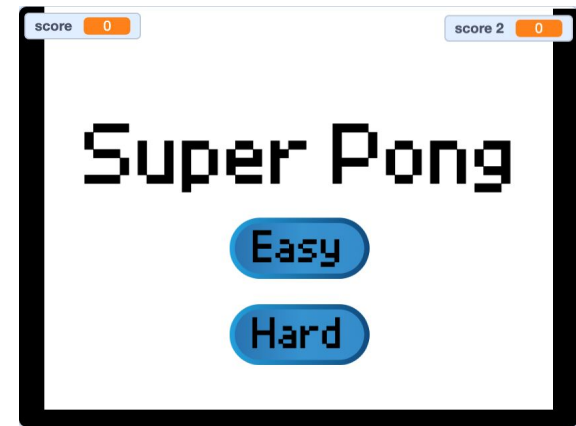
Hard Mode : Add Sprites!

- Create **two** goals



Hard Mode : Goals

- Code + Layout



Hard Mode : Goals

- **Left** Goal Code

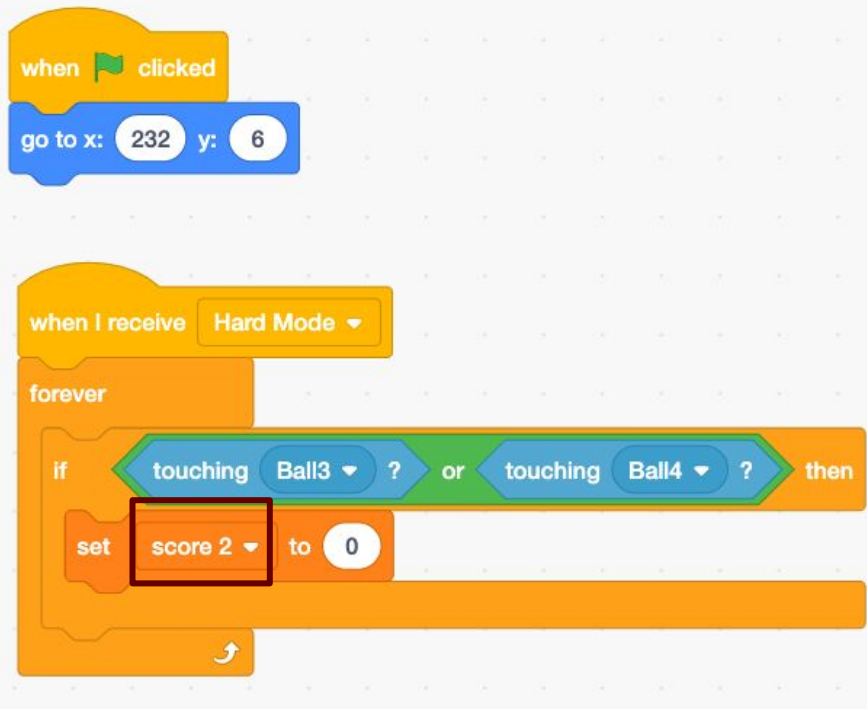
```
when clicked
  go to x: -231 y: 8

when I receive Hard Mode
  forever
    if touching Ball3 ? or touching Ball4 ? then
      set score to 0
```

The image shows two Scratch code blocks. The first block is a yellow 'when clicked' block followed by a blue 'go to x: -231 y: 8' block. The second block is a yellow 'when I receive Hard Mode' block followed by an orange 'forever' loop. Inside the loop is an orange 'if touching Ball3 ? or touching Ball4 ? then' block, which contains an orange 'set score to 0' block.

Hard Mode : Goals

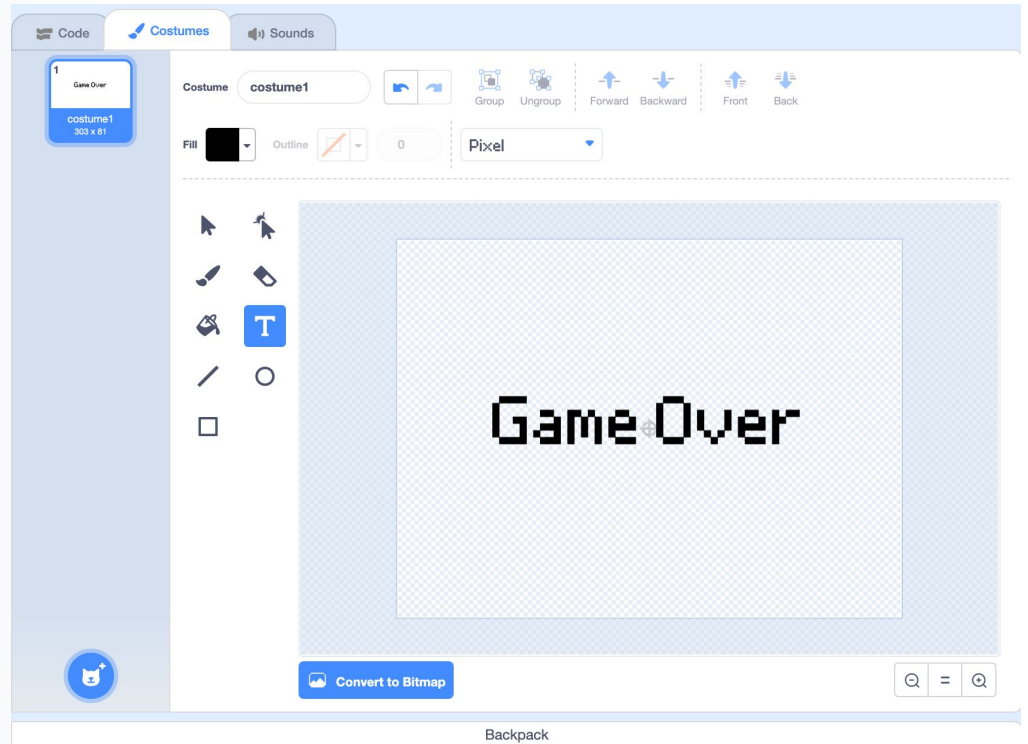
- **Right** Goal Code



The image shows two Scratch code snippets on a grid background. The first snippet consists of a yellow 'when clicked' block followed by a blue 'go to x: 232 y: 6' block. The second snippet starts with a yellow 'when I receive' block set to 'Hard Mode'. Below it is an orange 'forever' loop containing an 'if' block. The 'if' block has a green condition: 'touching Ball3 ? or touching Ball4 ?'. Inside the 'if' block is an orange 'set score 2 to 0' block, which is highlighted with a red rectangle.

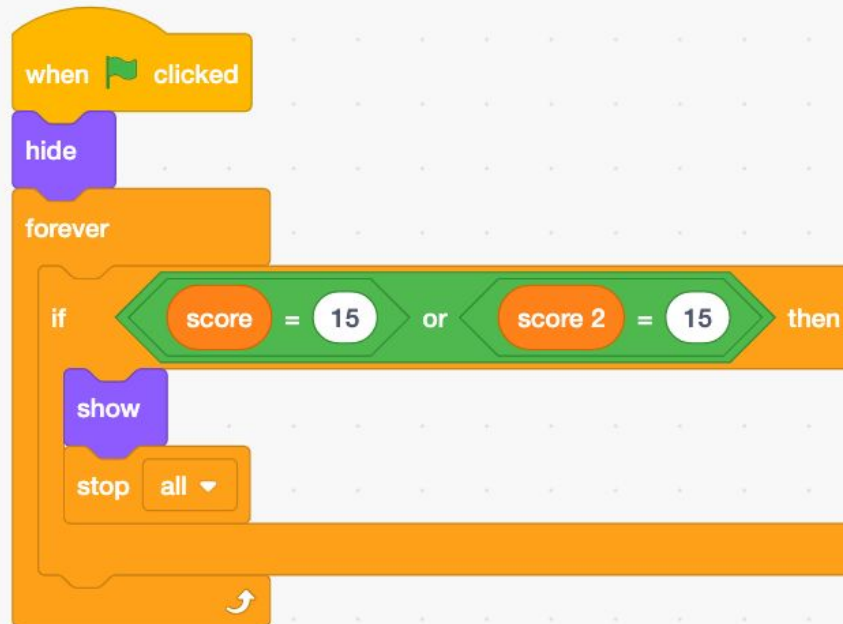
Hard Mode : Add Sprite!

- Game Over



Hard Mode : Game Over

- Code



Part 2 Finished!